

Totally Spies!

THE RPG



A game of cartoon kickassery and fetishes

So like, what's this game about?

OK hon. Let's not fool ourselves okay? I think you know what an RPG is. And like, if you don't? There's a lot of books out there that'll explain it better than I can, so I suggest you go read one of those.

Ohhh you mean what's THIS GAME about? Well glad you asked! This is a game where you take on the role of a teenage girl who is a part-time spy! You travel the world, thwarting villains, righting wrongs, sometimes you get turned into like a snake girl or are brainwashed and put into a silly outfit, but you love your life as a secret agent so how can you complain?

There's just a FEEEW things we should go over before we talk about the game mechanics and such.

Do I gotta be a girl? And a spy?

OK, first of all? COURSE YOU GOTTA BE A SPY! This isn't a game about bank-accountants or lawyers or tax collectors! This is a game about being a spy! Of course you gotta be a freaking spy, silly. Might as well ask to play a housewife in D&D who does everything BUT go on adventures.

Secondly: uhhhhmmm... yea? Not really though. I mean you can totally be a guy if you want! Sounds great even. But this game DOES have fetishes in the title so might wanna clear it up with the GM before you wanna play this like a straight Bond game or something. Plenty of good games out there for that I'm sure! This one? Maybe not so much...

So is this ERP?

Ew. Like, maybe at your table it is? But we have a policy about this game we stick by. It's not EROTIC, it's DODGEY. The content of this game is purely based on what you can get past TV censors, which can be quite a bit if you know how to play your cards right~ Basically, your GM should be perfectly fine (nay ENCOURAGE!) some good old fashioned fun at the table or chatroom.

Getting tied up, wearing revealing outfits, transformation, whips, chains, all those things are better when merely referenced and left to the imagination than actually played out. When that crap gets played out it just gets awkward. Think of this like MaidRPG without seduction rules. The stuff is THERE, but you're not suppose to think about it.

How the game's set up!

Alright so here's how it goes. A lot of cartoons follow very set formulas! Not just Totally Spies, a lot of old-fashioned 80's or early 90's cartoons had very basic formulas. Characters would start out each episode showing off some of their sweet moves, then something would happen and they'd wind up in a sticky situation, and then they'd make a HUGE comeback and save the day!

The second part of that setup is key here: characters had to fail, get beaten, or wind up in grim situations before they could come back and save the day! The grimmer the situations the better, cause then you could be like “OH NO! HOW WILL THEY GET OUT OF THIS ONE!?” and feel better when they managed to escape.

Problem is: a lot of games nowadays just don't encourage players to wind up in bad situations. Not just from a player mentality perspective of never wanting to lose (although that IS a problem), but rather from the perspective of games attempting to make hard situations... well... HARDER! You don't wanna be in a situation where the odds are drastically stacked against you, do you?

This is why, despite it being practically ASSOCIATED with the genre, you rarely get instances where PC's are tied up and dangling over a pit of sharks. Because the GM is always more interested in setting up difficult challenges for players, and players wind up taking the “safer” path almost always. Certain games like FATE try to mitigate this with accepting FATE points for setbacks, but we've decided to take it a bit further.

Basically in this game: you WANT to be set back in a horrible way when the time comes. You WANT there to be complications that arise and make the situation worse. You WANT things to be grim, because the grimmer things are, the more resources you have to come-back when all is said and done. I know this goes against every single fibre in your being as a player and you wanting your PC to feel strong and invincible. But there are games out there to let you play out your power fantasies and there are games out there to let you play a hilariously fun game of girl spies who wind up in all sorts of vaguely sexual hijinks and this is one of them!

To help emulate the structure I've just gone over. The game divides each session into Episodes, and each Episode into 3 parts. The names of these parts are **The Setup**, **The Fall** and **The Comeback**. You can probably figure what each one means by the name, but remembering each parts name will be important as each scene determines the extent of your characters abilities.

Shut up already and tell me how to make a Spy!

Ugh, fine! Okay! Lets talk about spies and the making thereof.

Each spy is different, and each spy will be bringing a different set of skills to whatever organization she's working for. You could go with WOOHP if you wanna be unoriginal, or you can come up with your own if you prefer. Your choice really. Here's the steps to making your spy!

First: Get a basic idea down

Try thinking about her appearance, back-story, accent general personality, etc. Is she kind, is she a hardass, is she an alpha-witch, is she a tomboy, a girly-girl, a princess from a far away land? Whatever you want gurl, it's up to you! If you need help, try talking to some of the other PC's or the GM and get an idea of what they wanna play or what she's expecting from her players!

Second: Give her a name

Pretty self explanatory, least I think so. You can totally interchange this step and the first one if it helps you think better FYI.

Third: Pick her Core Idea

A core idea is something YOU create! Yes you heard me right! You write down what the core idea for your spy will be. Your core idea should totally tell us all about your spy and what she's like! This should be a simple description like, "Mall Crazy Valley Girl" or "Beautiful Leader Gal" or "Rugby Allstar". It should be something that gives us a wide range of detail for your character's abilities! Is she good at social interaction? Is she tough? Is she a singer? Etc, etc, etc.

Fourth: Pick Two Skills

Skills are things you ALSO come up with, but should be things that're not really apart of the core idea, and should probably apply to your spy stuff. They should also be a lot NARROWER in focus than your Core Idea too. Saying your skill is "Martial Arts Blackbelt" would be too much like a Core Idea, but saying "Kicks Very Well" works a bit better. If one spy's skill overlaps as another spy's core idea, it's best to keep in mind that a Core idea is meant to apply to a LOT OF THINGS that it could imply, while a Skill is just what it says on paper. For example: if one spy has 'Aristocratic Ballerina' as a Core Idea, while the other has "Ballet" as a skill. Then the Aristocratic Ballerina cannot only use her core idea to dance, but also do jump out of the way of an attack (as being a ballerina implies being graceful and dexterous) or possibly having a good amount of push and headway into rich and snobby royal balls, as ballet is considered one of those "refined art-forms".

The spy with ballet merely as a skill, generally only gets to use it when she is attempting to do something WITH BALLET, and should not extend much out beyond that. Ultimately, it's the GM's call to say whether a skill is too general or too overtly strong to be little more than a skill.

And you're done! Yep. You've just made a character for Totally Spies, the RPG. Easy huh? Well don't worry, more complicated things will be added to your character sheet generally. It's just a lot more dependent on the episode! Here's some general terms you'll wanna hang onto.

Plot Points

This is the primary currency of the game, if that makes any sense. Most of the game revolves around the spending, usage, and gathering of new plot-points. Plot points are important: they're how your character gets to influence and give the character some agency. The problem is: you won't be having a lot of these until The Comeback part of the episode, so you won't be all that great until then.

At **The Setup** part of the episode, each spy has 1 plot point. These can be used to do something cool in school, find a clue or a number of important things (listed later).

At **The Fall** part of the episode, each spy has NO plot points. Even if you had plot-points left over during The Setup, they're GONE (but they get transferred over to **The Comeback**, but even then that's only ONE so remember what I'm about to say here is important) the only way you get more plot points in this game is by ***Taking Hits***. This will be described later on, but suffice to say Taking Hits is how your character continues to wind up in bad, dodgey situations, where their butt-load of plot-points will get them to safety.

At **The Comeback** you have however many plot-points you gained during **The Fall** as well as the one from **The Setup** if you failed to use it. Sounds reasonable right? So what exactly do you DO with plot-points? WELL...

First of all: each plot-point you spend MUST be used within justification of your *core idea* or a *skill*. You cannot suddenly freak out and go kung-fu on someone without having either Kung-Fu Karate Girl as a Core Idea or JUDO CHOP as a skill. Some uses of plot points don't really NEED justification (as they effect more the world AROUND you rather than what your character is DOING) but it's good to keep in mind that certain things granted by plot-points require you to justify it via skill or core idea use.

But before we continue explaining Plot-Points. Lets take a moment to point out how the typical Setup, Fall and Comeback parts function so you have an idea what to expect from a "typical game".

The Setup will generally have you and your fellow PC's in school with either something unusual going on there, or one of your assigned rivals rubbing it in with her winning a school event or something. As your characters react to what's going on, you're WISKED AWAY by a random object into your Spy Headquarters where your boss informs you of what your mission is.

The GM in this instance is expected to only provide a loose guideline in his head, as well as give you the basic setup for what's going on. Some good sample mission ideas include...

Celebrities have suddenly been behaving like animals all over the world!

Random women are turning violent and beating people up!

People are disappearing from a random theme-park!

A group of cheerleaders were mysteriously abducted before a big competition!

Etc, etc, etc, it should be something quirky, strange or seemingly mundane but with a Saturday morning twist. Don't feel bad if you decide to pull the Aliens card on your PC's, they live for this stuff.

During this part, you can spend Plot Points to do the following:

Introduce an Element: Your spy has a totally hunky boyfriend! Or maybe a new BEST FRIEND whom she thinks would make a good spy! Or maybe a new cleaning bot has been assigned to your house? Either way: the GM should make this element you introduce relevant to the plot. You have some control over what this element IS, but the GM has final say in if he feels it's too much, or not enough. The element doesn't necessarily provide a BONUS (fact: the GM is encouraged to play it against you when you take a hit) but it does mean you have some agency in the plot and that's always nice to have.

Get a Lead: Your spy can find out some info on the current mission! She can find a clue, talk to someone who's in the know, or just in general do some super sleuthing. You have two options here: if you want to have MORE agency in the plot you can be the one to determine what this lead means, and who it exactly points to (meaning you basically make the bad-guy of the entire thing and get the GM to write out what his motivation or plan is!) or you can let the GM write in all that boring stuff and go along with it. Hey: sometimes you get a creative block: it's okay. It happens.

One Up a Guy: You can totally kick someone's butt, get him to do what you say, push him around, make him leave you alone. Whatever! You can do ONE THING against an opponent of your choosing. The only limitation to this is that if the bad-guy makes himself known during The Setup (which can happen) then you can't outright do him in there.

You can Get a Lead from him, or take down his nearby cronies and force him to flee. But you can't just up and deck the guy and win the day immediately, cause it'd be a pretty boring episode then! Keep in mind: this bonus you get from your plot-point STILL needs some narrative justification. You can't just say you kick a giant tank so hard it blows up (or maybe you do? I ain't gonna judge if you're just that badass) but you could say you throw a cutting grappling hook up at a cable, which causes a giant canister of gasoline to fall on and blow it up. Either way: you're totally awesome for just a moment!

Get a Special Gadget: OK I didn't mention this before: but during The Setup the GM is also free to give out Gadgets to your PC's which work as temporary skills that last for the episode. These can be things like “Laser Lipstick” or “Jet-pack Backpacks” but if you have a PARTICULAR gadget in mind that you REALLY WANT? You can spend a plot-point to have your Spy Organization give you a REALLY COOL SPECIAL GADGET that you get to decide! This can be anything from “Invisibility Cloak” to “Super-Strength Power Armour”. Like a lot of things: the GM is free to say that a gadget might be TOO badass, but keep in mind he can only use it to effect with the expenditure of a plot-point, so there you go. Also before you ask: no, you can't give a gadget you bought to an ally for her to use. What're you crazy? You spent good plot-points on that damn gadget! I don't give a crap about your 'TACTICS'!

Here's what you've been waiting for! ***The Fall!*** Now typically in these shows, only one or two characters winds up being REALLY messed up. The rest of them are just tied up and put into a death trap or something like that. So we suggest that when your PC's **Take a Hit** they make sure to give only one or two of them one of the big nasty ones, and relegate the other ones to capture.

With all that said: what is The Fall? Basically the Fall is the part of the show where the spies need to be thoroughly outnumbered, trounced or kidnapped in order to raise the stakes as it were. As well as a few... dodgier things thrown in as a nice crowd-pleaser. Again: we stress to not go overboard and turn this into anything squicky. We recognize the popularity of Dick-Girls but it might be a BIT MUCH to say that your character now has a 5-foot shlong. Some things are just better left in porn and erotica than silly games meant to model kids shows.

When your characters **Take a Hit** you may pick one of the following options for each character:

Capture: Your character is simply put into an inescapable trap, typically with some bondage thrown in. They're tied to a rocket, held over a pit of acid, at the mercy of some horrible beast. Or they're just held in front of the villain as he monologues about his evil scheme of the day. In this situation, PC's have little choice but to struggle and listen as he explains his evil plan. But their opportunity to escape will come soon enough! Any PC who takes this hit, gains 2 Plot Points at *The Comeback* portion of the game (just so you're aware: one point generally should be enough to free all captured spies, so even if YOU'RE the one to get your friends out of a death-trap you'll still have 1 left over to do something cool, generally).

Transformation: Your character is transformed in some horrible way that alters their Core Idea slightly. They could be turned into a bug-girl, become part snake, get HUGE muscles, become a vampire, etc, etc, etc. The player is free to pitch what she wants to happen to her spy and just what she's transformed into. But if she can't rightfully come up with something, the GM is free to give one for her. Even if the Player gets to decide what he becomes, the GM is the one who phrases the exact new Core Idea the character has.

If the character had the core idea “Tough as Nails Biker Babe” and she got turned into a lizard-girl with scales and a long sticky tongue, the GM is free to call her “Tough as Turtleshell Lizard Babe” or something to that extent. The GM is encouraged to have this benefit her in some way, as a lot of times transformations have a way of backfiring on the one who did them. Any PC who takes this hit gains 1 Plot Point at *The Comeback*. That may not seem like much, but please recall that you have a brand new core idea that's purposefully meant to encompass everything about your normal one and whatever the GM grants you. Even being turned into a mouse (or more likely: a mouse girl) can grant you advantages. And keep in mind: if you really need more you can opt to combine Transformation with Capture to give yourself 3 plot-points in total.

Brainwashing/Assimilation: Like transformation and capture's horrible offspring. Brainwashing/Assimilation is probably one of the WORST hits you can take, but it's also one of the most rewarding. Your spy is mentally transformed into a servant of the bad-guy and is sent out to fight against her former allies. The brainwashing/assimilation could come with a change of uniform, a change of personality (well more so than usual considering you're now against your friends and allies) or even with a physical transformation as above, only a fair bit worse cause at least in the above scenario you're still mostly yourself!

Your character's Core Idea changes (as above) but it must also work in her new-self. As Transformation you're free to tell the GM how you'd like to be Brainwashed/assimilated, but if you can't think of something the GM is free to pick for you. Despite what the name implies, you're still fully in control of your own spy. You just have to roleplay her as she is brainwashed. Here's where you're free to play her a bit more cut-loose or crazy. Or maybe in a way that is meant to be unsettling? It's up to you, really.

You also gain 2 “Counter Points” which you may spend all throughout *The Fall* but lose once *The Comeback* comes around. A Counter-Point works like a Plot-Point that you may use any time you wish to perform one of the following actions:

- **Defeat a PC:** Yes, you can use a Counter-Point to beat a PC in a straight fight or contest. The good news is: once The Comeback rolls around that PC gains a Counter-Point, essentially meaning that you BEATING THEM earns that PC more power later on. Beating a PC doesn't imply they're captured (they can always run away) but it can be a good justification as to why your PC got captured if you opt to take that hit. Only PC's who AREN'T assimilated or brainwashed can be given plot-points from this (so you all can't be brainwashed and then beat the crap out of each other... but one of you COULD defeat the other, give her a Plot Point, then allow her to take the hit of being Brainwashed/Assimilated).
- **Complicate Matters:** You can make things horribly complicated for yourself or for another PC. This works similar to introducing an element, only you're the one actively causing this trouble to be formed thanks to you now being an infiltrator. When you do this, you give the GM a Plot Point that he is free to hand out as a reward to any player whom he feels deserves it once The Comeback comes around.
- **Unnerve PC:** Similar to defeating her, you can show just how far you're gone and maybe make your friends think that you truly are lost to them (note: you're really not. But we'll get to that later). When you do this, you give YOURSELF a +1 to your plot-points, but note that this can only be done to a group of PC's who see you ONCE. If all of your friends watch you monologue about how you are now a loyal servant of black shadow you don't get to do this to one of them in private (unless the GM allows it, as it could be appropriate).

No matter how you spend these points, or what on. You always get 1 plot point once The Comeback rolls around. Although since you'll probably still be brainwashed by then, you can only really spend it on one thing. A GOOD thing, mind you, but still only one thing, which we will mention later.

Getting your Butt Kicked: For the PC who doesn't really wanna be captured, transformed or assimilated there's always just getting your butt-kicked! It's not as much fun though, so you only get 1 Plot Point once The Comeback comes into play. Basically you get thoroughly thrashed by the bad-guy or one of his cronies. This works good for when you just wanna have your traditional comeback story, but it's sadly not gonna net you much unless you have one of the other ones listed here...

Finally we got ***The Comeback***, here's what you've been waiting for people! You should have a good amount of Plot Points by now (and if you don't then what the heck?) and it's time for you to overcome the bad-guys henchmen and plans and do him in! You can spend ALL THE PLOT-POINTS YOU HAD to do one of the following:

Break Free: This costs you 1 plot-point but it's worth it! This lets you break free from ANY TRAP that's holding you or your party, or lets you break free from brainwashing/assimilation if you're currently suffering from a bad case of that. (Note: you MAY actually not want to free yourself yet, as you can still be of value to your party as an enemy. I'm serious). If you and your fellow spies are all inside a death trap, one use of this move and you can free all of your friends. You may also opt to use this to free a friend from brainwashing/assimilation (but only if she allows you to).

Kick Some Butt: Now it's YOUR TURN to kick butt! You can totally own any group of minions, baddie or even the BBEG himself if you encounter him. This is an all-purpose move for taking names and being awesome and it only costs you 1 point. One important thing to note: If you are currently brainwashed and you spend a plot-point to use this move on a fellow PC, you inadvertently give them your plot-point as part of the exchange, which they can then use to kick YOUR butt, and suffer no such drawback. This might seem like it sucks, but if you wanna play support in the final leg of the episode feel free to!

Resolve Element: This is an all-purpose ability for resolving any loose threads that might be out. If the bad-guy is about to launch a nuke you can stop it with your superb hacking ability (if you have it) or you can opt to resolve that whole “boyfriend” issue in school by having your temporary transformation come up and scare him off. Either way: be creative with this and realize that you need to be in the general area of something in order to do it (or you have to justify your action narratively). You can't just spend a plot-point in the lower-decks of the villain's lair and cause the mind-control dish on top to no-longer work.

Remember that you can always use a gadget you bought or were given during The Setup to justify any of these actions.

Now some of you might be wondering about the aftermath. What if the PC's stop the villain's plans but don't have enough plot-points to kick his butt or free a fellow PC? Well it's perfectly in-genre for the bad guy to flee for another episode, but it'd be lame to have the PC have to run off with him because you failed to resolve her mind-control... unless you want that. ANYWAY: any unresolved plot-threads you failed to meet as characters can be resolved by the GM as he sees fit and fair. Your lizard girl might become mostly normal... but the episode can still end with her zipping her tongue out to catch a fly.

What about other, miscellaneous actions the PC's might still need to do but don't feel strong enough to warrant the expenditure of plot-points on? The GM should be free to rule that most things that'd be life-threatening but not really interesting to get harmed by (a falling tree, a crashing car, etc) just cause the characters some inconvenience that they need to describe themselves overcoming. These types of shows rarely if EVER have lasting consequences. So PC's shouldn't feel like every obstacle is worth spending Plot-Points on to overcome.

Is that all?

Pretty much! I'm sure I could give you other things like alt rules, how to play a more male less-fetishy version of this game, or possibly even how to play a more serious minded version of this premise, but nuts to that.

You wanted a game about being a teenage girl spy on a mission that'll cause her all sort of weird ass stories to laugh about with friends at home? YOU GOT SOME.